
Subject: Re: EVENT_FUNCS

Posted by [Alex Schuster](#) on Tue, 29 Jun 1999 07:00:00 GMT

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davidf7203@my-deja.com wrote:

> P.S. Did I ever mention that I *love* IDL. :-)

Yes, you did:

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PGP Key available

Subject: Re: EVENT_FUNCS

Posted by [davidf7203](#) on Tue, 29 Jun 1999 07:00:00 GMT

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Phil Aldis writes:

> Can anyone possibly describe exactly how event _funcs work.

Event handler functions work exactly like event handler procedures, with this exception: they return a value. If that return value is anything else besides a structure that has ID, TOP, and HANDLER fields defined as long integers, the return value is ignored and the event handler function acts *exactly* like an event handler procedure. But if that return value is a structure with those fields, the return value is treated as an event structure and it is passed up the widget hierarchy just as all events are passed.

So you can take an event into a function event handler and either pass it along untouched by human hands, or you can manipulate the hell out of it and pass it along as anything your devious heart desires. For example, I have a colored button compound widget that is really a draw widget tricked up to *look* like a button. When the user clicks on the button I take the draw widget event into my event handler and repackage it to make it *look* like a button event (heh, heh). The user doesn't know the difference. They think (ho boy!) that they are using a colored button widget because they get *button* events from it. :-)

Cheers,

David

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